



A GUIDE TO THE 2112 MULTIVERSE

Written by

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*Adapted from the "2112" storyline  
originally created by Canadian rock group Rush  
("2112" lyrics by Rush drummer Neil Peart, RIP)*

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## A Guide to the 2112 Multiverse

*NOTE: Adult, hard-edged and realistic tone similar to Ridley Scott's original ALIEN.*

### **2112 Overview:**

Syrinx: An earthlike world whose average yellow sun distantly orbits an ancient globular star cluster. The cluster is ten light years across and contains a few million stars arranged as a gradually tightening sphere. From the ground, the starry skies of Syrinx are thus a thing of wonder, day or night.

The Syrinx system was discovered when the benevolent star-faring "Elder Race" of humans stumbled upon an interstellar field breach. Not really a wormhole, the breach is a location in space where two separate universes meet, but are shielded from one another through exotic quantum electrodynamics.

The brave few who made the first recorded trip to the newly discovered universe quickly encountered a habitable planetary system not far from the breach exit. The largest planet was immediately colonized and deemed "Syrinx". The affair was not without event as catastrophe befell one of the first colony ships while traversing the breach, and many thousands were lost. From this, the breach was found much less stable than previously understood, an anomaly "nature" was trying to heal.

Using principals extracted from a study of the breach, the first humans decided to reinforce the one-of-a-kind corridor via massively powerful field manipulator "doorstops" placed in the separate entry/exit points of both universes.

### **Syrinx Ecology:**

Syrinx is one of five planets in its solar system, and the hub of the Solar Federation, a collective group now under totalitarian rule of the Priest class. Syrinx has a population many times the size of the remaining Solar Federation planets, and it's the only planet inhabitable without atmospheric domes.

The main and only city of Syrinx is designed as a flat expanse of metal stretching horizon to horizon from certain vantages. It carries a particular cold beauty in its reflection of sun, cloud, and the many stars of the region.

**Syrinx Ecology (CONT'D):**

The choice to construct in such a manner was the decision of the Priest class, their effort to completely cover and erase the visible works of the aforementioned Elder Race. As such, everything previously built and created by the Elder Race is buried deep beneath metal superstructure, inaccessible to Citizens and wholly forgotten (also a forbidden subject, by Priest decree).

As constant reminder of their power and control, the organically geometric Temples of the Priests rise a forbidding 2000' (609 m) from the metal plains, and while few in physical number at least one Temple can always be seen from anywhere in the city. The temples are as much stone as they are steel, a strange fusion of material reflecting the Priests perfectly.

Featureless skyscrapers also abound the metal surface of Syrinx, as do the many solar transfer spires providing substantial power supplements to the world. These spires are the only visible remnant of Elder Race technology. At night, the city looks like an endless, elegant oil refinery.

The city of Syrinx is geographically positioned on the shores of the world's largest ocean, the Naidanac Sea (pronounced nye-a-dan-uck). Outside the sizable city precincts lie a chain of mountains and vast, wheated prairies.

In the skies of Syrinx, one to three of the other four Solar Federation planets are always visible. Two of these planets are dead, their surfaces and atmospheres cleanly burned away centuries ago, with all inhabitants destroyed. These "ghost" worlds are occasionally mined for raw materials, but are otherwise uninhabited.

**Outside the Syrinx City-World:**

The Priests forbid all travel outside the city of Syrinx, apart from those chosen for specific, Priest-sanctioned duties. Even the soil mere feet from the first metal of Syrinx is considered verboten. However, farming and mining areas dot the rural Syrinx subdivisions, as do other sustaining industries. Few Citizens permanently occupy these lands, apart from the minimum required to run the machinery.

Off-world travel to and from Syrinx is exactly regulated. Furthermore, the entire globe is surrounded with an excellent automatic and manual defensive grid.

**Outside the Syrinx City-World (CONT'D):**

The defensive grid is composed of quantum AI-driven weapons and shielding platforms coupled with patrol vessels both large and small that are crewed by the Priest-created Warrior class. Originally established by the Elder Race, any hostile trying to penetrate the defense grid would meet near certain destruction.

**Syrinx Citizens:**

All Citizens (inhabitants of Syrinx and the Solar Federation) serve the whole. There is no appreciable individuality, no true freewill, nothing more than nominal and practical identity under the Red Star of the Priests.

One might call this arrangement a "hive" but that would be incorrect. Citizens are not drones. They have awareness of their own space but are trained to associate any thought of independence or non-uniformity as unlawful. It is not brainwashing, but rather mind conditioning. It's a willful acceptance, induced by dogmatic routines and techniques of mental and emotional manipulation performed by the Priests, day-in, day-out, relentlessly and with precision.

Citizens are also profiled from birth via DNA and other identifiers. These markers are applied to everything they do.

Every area of the world—even the toilet facilities—are visually and aurally monitored and recorded. There is no Citizen area considered private, not even the maintenance corridors or storage closets. In fact, the only privacy on Syrinx is within the Temples of the Priests. No recording or monitoring of any kind takes place in those areas, nor are the Priests themselves subject to any oversight or observation.

Citizens give none of these designs any thought, as they have no tangible concept of individuality, privacy, or liberty. They are happy, fed, and given purpose: The purpose of the Priests.

**Life of a Citizen:**

All Citizens lead a Priest-assigned life, eating provided food, reading provided literature, living in communal clusters, listening to provided music (which is not music at all), and so on. They are constantly under observation.

**Life of a Citizen (CONT'D):**

Citizen jobs are practical, and are assigned at birth. No consideration is given to individual talents or acumen.

Apart from the Ruler and Warrior classes, every Citizen is equal and uniform. Their hair is cut in one of only two different styles. Citizen clothing is color-coded to their occupation, with otherwise no difference at all between the respective jobs hierarchy. Everyone sleeps and eats on a Priest-given schedule, maintained by the quantum AI. The entire world functions in shifts.

Sexual activity is fully forbidden. Since the Solar Federation considers itself a contained Brotherhood of Humanity, "family" is an alien idea. There are no memories of mothers or fathers, since all Citizens are reared by random and rotating female Citizens appointed as Birth Agents to Birthing Farms. These females are anonymously impregnated. They carry their children to term, at which time the child is surrendered to Priest-designed childhood camps. Citizens do not have a "childhood". Their only experience from age zero to 18 is preparation to merge with the Syrinx collective.

Full Citizenry at age 20 is endowed via ceremony, held in Father Brown's Temple. These graduating classes of Citizens number in the thousands. The ceremony is held once a year for two days a time. Those who do not succeed in becoming Citizens simply "disappear," whatever their age may be.

**Rebellion, of a Kind:**

Not all Citizens are sheep, and the Priests have to occasionally squash small pockets of rebellion or subversion. These incidents are infrequent, covert, and foolish (given the constant observation. Any occasion of a Citizen becoming aware results in the contamination of the Priests' perfect world. It's always dealt with immediately.

**The Priests of the Temples of Syrinx:**

The original Elder Race of humans who colonized Syrinx and created an enviable, enlightened society were nearly eradicated two centuries ago by the Priest class and their acolytes. Humanity's first step into another universe was thus destroyed and perverted.

**The Priests of the Temples of Syrinx (CONT'D):**

The Priests are a holdout from distant days, a tiny, radical, oppressive body whose original patron Elt'vye Wi'llthies (pronounced *Elt-vie Will-theez*) was all but forgotten and removed from human culture. Never banned, never eliminated, the Priest followers of Elt'vye rejected the concept of a free society and independence, preferring control, assignment, observation, uniformity, and raw obedience.

The Elder race, however, was an open, inclusive, socially and culturally advanced galactic mega-society who felt no threat from the Priests. They allowed the Priests access to ancient writings, built religious edifices on their behalf, and so on. Placation of a kind, but in line with their sacred ideas of personal liberty and independence.

**Rise of the Priests:**

At first a dismissible faction of mostly irrelevant individuals, the Priests gained a following and some semblance of political power over the years, eventually becoming a weak but undeniably visible force. That was quick to change:

In a shock preemptive move, the Priests destroyed the Syrinx-side field manipulator "doorstop" though their influence of certain members and bodies of Syrinx society. They also made quick work of the backup field manipulator. With no instrumentality on the Syrinx-side of things, the corridor between universes was rendered impossible to open from the other side. Thus, the mighty Elder Race—who'd have easily overrun the Priests—were shut from Syrinx, forever.

The Priests simultaneously staged a four hour genocide against millions of Syrinx inhabitants. The "Cleanse" as they called it. This was executed via the global quantum AI and other technology, all turned against humanity in any way possible. What remained in Syrinx was the very young and very old, plus ten-thousand or so who'd supported the Priests in their folly.

And yet a few of the Elder Race managed to flee, and survive.

**Father Brown:**

In the time of 2112, Father Brown leads the Priest class. A highly charismatic middle-aged man, he is as noble as he is resolute to keep Syrinx exactly as it is.

**Father Brown (CONT'D):**

Brown's social and political power on Syrinx is absolute, like that of an Emperor. From his personal Temple near the Naidanac Sea, the entirety of the Solar Federation is controlled, managed, and owned. Brown maintains a staff of 10 other Priests and various Ruling class personnel, along with a compliment of Warrior class and Citizen servants— all of whom are marked as separate from the common Citizenry, but with no more freedom.

Brown and his fellow Priests' living environments are opulent, organic, and grandiose yet oddly Spartan, a shocking contrast to the sanitized, generic uniformity and high technology that is otherwise all the rest of Syrinx.

**Bad Stewards:**

Business areas of each Temple are lined with the core computer technology of the planetary quantum AI. These machines orchestrate and organize all Priest control paradigms.

But things are not as they seem: The Temples and their hallowed halls are filled with ultra-technology, and yet the Priest class are merely *stewards* of these wonders, all of which were left behind by the Elder Race. So while the Priests are masters of invasive observation and command, they are in fact parasites who've merely piggy-backed on Elder Race achievements: The Priests have failed to advance the technology they assimilated because they actually *cannot* do so, neither by desire, philosophy, nor educated expertise.

Syrinx has therefore been rendered a stagnant and shallow culture. Nothing has really changed since the loss of the Elder Race. This serves the Priests extremely well.

**Warrior Classes:**

Certain types of Citizens are constantly being farmed to fight off-world skirmishes against the surviving Elder Race who left the planets long ago, having had their technology and society overwhelmed by the original Priest class. These Warrior class are specially separated from the Birthing Farms, and are reared to fight, protect, kill. Nothing more.

The Warriors also serve the little needed but always visible job of policing Syrinx, while providing compliments of guards to each Temple.

**Warrior Classes (CONT'D):**

And while they are indeed very good at what they do, the Warriors' limited reasoning abilities and designed lack of intellect make them somewhat robotic in tactical action. They have no passion, no morale. They simply do as they're told. These limitations also render them less aware of their own discomforts, making them highly durable machines of war, and excellent pilots.

**Exiles:**

The Priests didn't know until much later that a few thousand able-bodied Elder Race Syrinxians had survived the Cleanse, fleeing with some of the culture's prime technological archives, including prototype defense designs with no redundant copies remaining on Syrinx itself.

Sadly, the designs for the Syrinx-side field manipulator "doorstop" were destroyed by the Priests, save for a pair of holographic archives kept in a high security area, the exact location known only to Father Brown. Without these designs there is no chance of restoring the path to the original universe, and no way for Elders on the other side to return.

**The Elder Race:**

The "Elder" humans are and have always been as far from their folklore name as the Priests are from liberty. They are a spirited, hale, free-thinking society, open-minded and generous. They are inclusive, superb warriors and tacticians, highly advanced.

The Elder Race who survived the Priest genocide fled with what they had, and have since rebuilt to a degree. They have managed to escape Priest pursuit by their use of a prototype shifting technology, in early testing stages when the Priests took over. The prototype tech was taken by the Elders on departure, along with one of the two closed-loop quantum computers containing the designs. The other computer was destroyed.

The Priests have been highly focused on finding a way to counter this "shift tech," but they cannot: The AI's can't assist because they have no point of reference, and no one on Syrinx has the necessary scientific or technical understanding.



**The Elder Race (CONT'D):**

Without this shift technology, the remnant Elder Race would have been eliminated long ago. When employed, the shifting tech removes a specified body from the current dimension, placing it in another: when used on Elder Race transports and so on, they cannot be seen, followed, or detected.

As a weapon, the shift tech limited. It only works in zero or near-zero gravity environments, so it's only good for hiding presence and movement in space.

As for habitat, the remaining Elders were forced to base their operations from three separate asteroids distantly circling Syrinx. Here they are shielded by their shift tech— but existing in a neighboring dimension is not without problems.

As they have grown, the exiled Elders constantly deal with the spectre of being too few in number to fight Priests, Warriors, and quantum AI simultaneously.

Furthermore, the Elders were too efficient with their own planetary defense grid, and they cannot conventionally penetrate Syrinx' atmosphere to stage attacks on the Temples.

On top of that, to regain what they had, all distributed nodes of Priest control and observation would have to be eliminated. A boots-on-the-ground task, and impossible.

Or so it's said.

For centuries, the best the remaining Elders have done is to raid outlying Solar Federation planets for tech and resources. They kill only when absolutely necessary, because the people of Syrinx under the Red Star the Solar Federation are, in fact, *their* people: Fully in Priest control, hollowed shells of humans, but still legitimate brothers and sisters.

Knowing they cannot maintain this circular existence, and with resources running thin, the Elder Race's own time as a people is running out. They must reestablish the corridor between universes and/or eliminate Priest control without throwing the so-called Solar Federation into blind destructive chaos.

**End of 2112 Guide.**